



Floor Level: -380mm

JULIETTE DOOR (-380 to 1560mm)

PERCH (11870mm)

OP BOOM

Dip

Dip

COUNTERWEIGHT GALLERY (Limit of Fly Tower Boom Scaff Point)  
(Bottom: 5470mm 17'11"; Handrats: 6010mm 19'8"; 8560mm 28'1")

RINGERHAM  
Extends across stage  
(7740mm 25'4")

Ladder  
FIRE EXIT  
TRAPDOOR

RAMP  
+1'6"

BOX

TRAPS TO SCENE DOCK

TABLE FOR CHESS GAME 1

TABLE FOR CHESS GAME 2

"BED" +2'6"

GONDOLA +7'

TABLE

RAMP  
+1'6"

HEMP RUNNING RAIL (Limit Fly Tower)  
(7860mm 25'9")

HEMP FLOOR (Boom Scaff Point)  
(Bottom: 5220mm 17'2"; Handrats: 6440mm 21'2")

HEMP FLOOR

HEMP ACCESS  
(Bottom: 2818mm 9'3"; Handrats: 3683mm 12'1"; 4243mm 13'11")

P.S. BOOM

S.M. DESK

SCALE 1:50

0m 1m 2m 3m 4m 5m

GET-IN DOOR SIZE:  
762 x 2045mm  
2'6" x 6'8"

LIFT

P.S. WING (2880mm 9'5")

5220mm 17'2" to wall

**NOTES**

**AUDITORIUM**

Size: 13.6m (44'6") x 9.2m (30')  
Front half, each row stepped 1 in 5/4  
Back half, each row stepped 1 in 3.3  
Seating 228 in 16 rows

**GRID**

Height: 12m (39'4"); to underside  
Maximum Flying Height: 11.4m (37'5")  
Hemps A-D Flying Height: 7.75m (25'5")

**STAGE SIZE**

Proscenium Arch Height: 3.8m (12'5")  
Proscenium Arch Width: 6.67m (21'10")  
Maximum Stage Depth: 11.1m (36'5")

**FORESTAGE**

Two 2', four 4' (interchangeable) and 2 cu sections, can be lowered by 0.57m (1'10")  
Steps available with 0.17m (6 3/4") risers.

**GET IN DOORS & TRAPS**

Get-in doors 1.14m x 2.19m high or 0.76m x 2.04m high (2'6" x 6'8") should be checked if large pieces are to be used.  
Traps to scene dock below stage, 3.55m x 1.03m (11'7" x 3'4")

**ORCHESTRA PIT**

Depth: 1.6m (5'3") below stage  
0.8m (2'9") below auditorium  
Useful width: 1.55m (5'1")